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DATE: Tuesday, September 28, 2004 Printable Copy Create Case

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<u>L47</u>	136 and hiding	2	<u>L47</u>
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<u>L43</u>	138 and L42	0	<u>L43</u>
<u>L42</u>	120 and L41	29	<u>L42</u>
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1 Classroom collaboration in the design of tangible interfaces for storytelling Danae Stanton, Victor Bayon, Helen Neale, Ahmed Ghali, Steve Benford, Sue Cobb, Rob Ingram, Claire O'Malley, John Wilson, Tony Pridmore

March 2001 Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available: pdf(566.63 KB)

Additional Information: full citation, abstract, references, citings, index terms, review

We describe the design of tangible interfaces to the KidPad collaborative drawing tool. Our aims are to support the re-enactment of stories to audiences, and integration within real classroom environments. A six-month iterative design process, working with children and teachers in school, has produced the "magic carpet", an interface that uses pressure mats and video-tracked and barcoded physical props to navigate a story in KidPad. Reflecting on this process, we propose four gu ...

Keywords: children, participatory design, storytelling, tangibles

2 Virtual body language: providing appropriate user interfaces in collaborative virtual environments



Jolanda Tromp, Dave Snowdon

September 1997 Proceedings of the ACM symposium on Virtual reality software and technology

Full text available: pdf(1.11 MB)

Additional Information: full citation, references, citings, index terms

3 Adding a collaborative agent to graphical user interfaces

Charles Rich, Candace L. Sidner



Full text available: pdf(1.58 MB)

Additional Information: full citation, references, citings, index terms

Keywords: SharedPlan, agent, collaboration, direct manipulating, discourse, window sharing

Design expo case studies: Designing tangible interfaces for children's collaboration Diana Africano, Sara Berg, Kent Lindbergh, Peter Lundholm, Fredrik Nilbrink, Anna Persson April 2004 Extended abstracts of the 2004 conference on Human factors and computing systems



Full text available: pdf(4.29 MB)

Additional Information: full citation, abstract, references, index terms

This paper presents the development of a design concept for an interactive play system and learning tool for children. The concept was illustrated with Ely the Explorer, an accessible and robust multi-user unit, set of tangible tools, and software application, designed for the school environment. This work examines the design of interfaces for co-present collaboration from an interaction design perspective. This paper also presents results from the concept evaluation in a school environment. The ...

Keywords: CSCL, children, co-present collaboration, interaction design, product design, research-oriented design, tangible user interfaces

Effects of interfaces for annotation on communication in a collaborative task Patricia G. Wojahn, Christine M. Neuwirth, Barbara Bullock January 1998 Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available: pdf(1.10 MB)

Additional Information: full citation, references, citings, index terms

Keywords: annotations, collaborative writing, computer-mediated communication, computer-supported cooperative work, display format, interface design

Window sharing with collaborative interface agents

Charles Rich

January 1996 ACM SIGCHI Bulletin, Volume 28 Issue 1

Full text available: pdf(1.03 MB)

Additional Information: full citation, abstract, citings, index terms

An implemented system is described which allows a software agent to collaborate with a human user using a shared application window. The system automatically controls input permission and also provides mechanisms for signalling and communication. A generalization of the system to multiple users and agents, called NShare, is compared with common window-sharing tools, such as SharedX. This work is part of a larger agenda to apply principles of human collaboration and discourse structure to human-c ...

7 Supporting awareness and interaction through collaborative virtual interfaces Mike Fraser, Steve Benford, Jon Hindmarsh, Christian Heath November 1999 Proceedings of the 12th annual ACM symposium on User interface software and technology



Additional Information: full citation, abstract, references, citings, index terms

This paper explores interfaces to virtual environments supporting multiple users. An interface to an environment allowing interaction with virtual artefacts is constructed, drawing on previous proposals for 'desktop' virtual environments. These include the use of Peripheral Lenses to support peripheral awareness in collaboration; and extending the ways in which users' actions are represented for each other. Through a qualitative analysis of a design task, the effect of the proposals is outl ...

Keywords: action representation, collaborative virtual environments, peripheral lenses, user presentation

Using computational critics to facilitate long-term collaboration in user interface design Uwe Malinowski, Kumiyo Nakakoji

May 1995 Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available: html(41.51 KB) Additional Information: full citation, references, index terms

Segmented interaction history in a collaborative interface agent



Charles Rich, Candace L. Sidner

January 1997 Proceedings of the 2nd international conference on Intelligent user interfaces

Full text available: pdf(1.22 MB)

Additional Information: full citation, references, citings, index terms

Keywords: collaboration, discourse, interaction history, interface agent, replay, segment, undo

10 Papers: Tangible support for collaboration: The designers' outpost: a tangible interface



for collaborative web site

Scott R. Klemmer, Mark W. Newman, Ryan Farrell, Mark Bilezikjian, James A. Landay November 2001 Proceedings of the 14th annual ACM symposium on User interface software and technology

Full text available: pdf(1.34 MB)

Additional Information: full citation, abstract, references, citings, index <u>terms</u>

In our previous studies into web design, we found that pens, paper, walls, and tables were often used for explaining, developing, and communicating ideas during the early phases of design. These wall-scale paper-based design practices inspired The Designers' Outpost, a tangible user interface that combines the affordances of paper and large physical workspaces with the advantages of electronic media to support information design. With Outpost, users collaboratively author web site information ar ...

Keywords: CSCW, Computer Vision, Informal Interfaces, Information Architecture, Sketching, Tangible Interfaces, Web Design

11 Late breaking result papers: Tangible interface for collaborative information retrieval Alan F. Blackwell, Mark Stringer, Eleanor F. Toye, Jennifer A. Rode

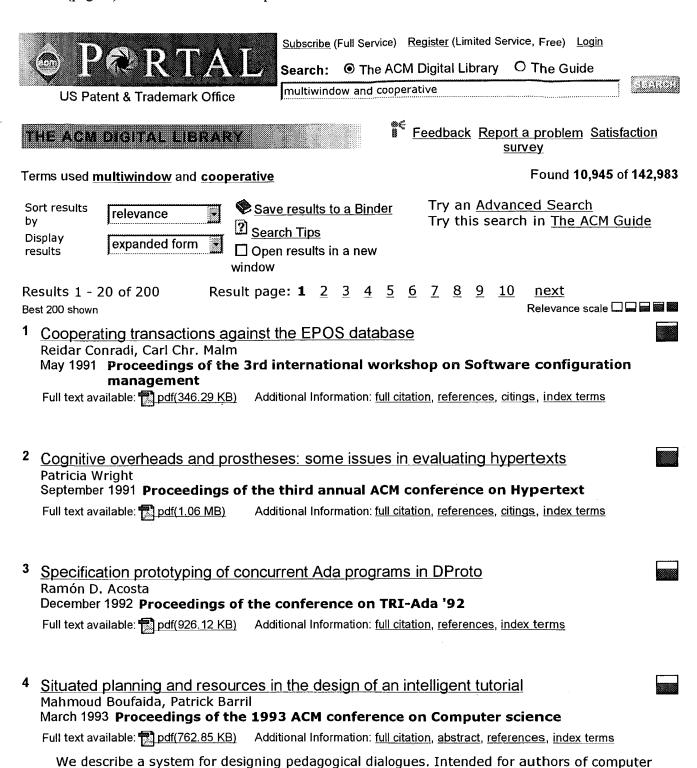


April 2004 Extended abstracts of the 2004 conference on Human factors and computing systems

Full text available: pdf(290.58 KB) Additional Information: full citation, abstract, references, index terms

Most information retrieval (IR) interfaces are designed for a single user working with a dedicated interface. We present a system in which the IR interface has been fully integrated into a collaborative context of discussion or debate relating to the query topic. By using a tangible user interface, we support multiple users interacting simultaneously to refine the query. Integration with more powerful back-end query processing is still in progress, but we have already been able to evaluate the p ...

Keywords: computer supported collaborative argumentation, probabilistic information retrieval, tangible interfaces



the knowledge domain or the student model uses message protocols and does not depend on any particular knowledge representation. The tut ...
 Integration of interpersonal space and shared workspace: ClearBoard design and

science courseware, it was developed using the Smalltalk/V language. This software allows one to specify and compile reactive dialogue elements for the Smalltalk graphical user interface as well as tutoring strategies. The communication between this generic tutor and

Integration of interpersonal space and shared workspace: ClearBoard design and experiments

Hiroshi Ishii, Minoru Kobayashi, Jonathan Grudin

October 1993 ACM Transactions or	n Information Systems	(TOIS),	Volume 11 Issue 4
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Full text available: pdf(2.91 MB)

Additional Information: full citation, abstract, references, citings, index terms

We describe the evolution of the novel shared drawing medium ClearBoard which was designed to seamlessly integrate an interpersonal space and a shared workspace. ClearBoard permits coworkers in two locations to draw with color markers or with electronic pens and software tools while maintaining direct eye contact and the ability to employ natural gestures. The ClearBoard design is based on the key metaphor of "talking through and drawing on a transparent glass window." We descri ...

Keywords: eye contact, gaze awareness, gaze direction, groupware, seamless design, shared drawing, video conference

## Contexts—a partitioning concept for hypertext

Norman M. Delisle, Mayer D. Schwartz

April 1987 ACM Transactions on Information Systems (TOIS), Volume 5 Issue 2

Full text available: pdf(1.49 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

Hypertext systems provide good information management support for a wide variety of documentation efforts. These efforts range from developing software to writing a book. However, existing hypertext systems provide poor support for collaboration among teams of authors. This paper starts by briefly describing properties of several existing hypertext systems. Then several models for forming partitions in a hypertext database are examined and contexts, a partitioning scheme that supports multi ...

### Video as a technology for informal communication

Robert S. Fish, Robert E. Kraut, Robert W. Root, Ronald E. Rice January 1993 Communications of the ACM, Volume 36 Issue 1

Full text available: pdf(9.64 MB)

Additional Information: full citation, references, citings, index terms

Keywords: collaboration, groupware, informal communication, videoconferencing, videophone

#### Debugging concurrent programs

Charles E. McDowell, David P. Helmbold

December 1989 ACM Computing Surveys (CSUR), Volume 21 Issue 4

Full text available: pdf(2.86 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

The main problems associated with debugging concurrent programs are increased complexity, the "probe effect," nonrepeatability, and the lack of a synchronized global clock. The probe effect refers to the fact that any attempt to observe the behavior of a distributed system may change the behavior of that system. For some parallel programs, different executions with the same data will result in different results even without any attempt to observe the behavior. Even when the behavior can be ...

## <sup>9</sup> CECED: a system for informal multimedia collaboration

Earl Craighill, Ruth Lang, Martin Fong, Keith Skinner

September 1993 Proceedings of the first ACM international conference on Multimedia

Full text available: pdf(82.05 KB)